

DARK SECRETS OF AFRICA

The Secret of the Pharaoh's Tomb

**Chosen one,
you must not give up your search,
until you find your goal;
and when you find it,
you will fear for your life;
and when you fear for your life,
you must continue to fight,
and regardless of the pain,
continue on your path,
to final victory**

Contents

- 1. System Requirements
- 2. Installation
- 2.1 DirectX 6.0 and DirectX 6.0 Media
- 2.2 Disable Screen Saver
- 3. Problem Solving
- 3.1 Various Problems and Solutions
- 4. The Chronicals of Howard Hawk
- 5. Starting the Game
- 5.1 Stopping the Intro
- 6. Game Controls
- 6.1 General Use of the Mouse
- 6.1.1 Left Mouse Button
- 6.1.2 Right Mouse Button
- 7. What is "Dark Secrets of Africa"?
- 8. The "Dark Secrets" Tutorial
- 9. User Menu
- 9.1 How the User Menu works
- 9.1.1 Vitality
- 9.1.2 Energy
- 9.1.3 Food Unit
- 9.1.4 Water Unit
- 9.1.5 Info Panel
- 9.1.6 Clock
- 9.1.7 Skully
- 10. Objects Menu
- 10.1 Objects
- 10.1.1 Rifle
- 10.1.2 General Calculation of Attack and Defence Scores
- 10.1.3 Machete
- 10.1.4 Pick-axe
- 10.1.5 Torches
- 10.1.6 Food
- 10.1.7 Water
- 10.1.8 Precious Stones
- 10.1.9 Medicine
- 10.2 Other Objects
- 10.2.1 The Sword of Gilgamesch
- 10.2.2 Picking Up and Putting Down Objects
- 10.3 Camping
- 10.3.1 Camping in the Open
- 10.3.2 Resting in Buildings
- 10.3.3 Length of Rest
- 10.3.4 Changing Rest Time
- 10.4 The "Take Care of Everyone" Menu
- 10.4.1 Distributing Food to Everyone
- 10.4.2 Distributing Water to Everyone
- 10.4.3 Distributing Medicine to Everyone
- 10.5 The General Map
- 10.6 The Portrait
- 10.6.1 Qualities of the Character
- 10.6.2 Setup Menu
- 10.6.3 Keyboard Controls
- 10.6.4 Statistics
- 10.6.5 Travel Report
- 10.7 Magic
- 10.7.1 How do I use Magic
- 10.8 Swap Objects Menu
- 10.9 Group Order
- 10.9.1 Automatic Control
- 10.9.2 Manual Control
- 10.10 Saving, Loading, Ending, Options
- 10.10.1 Saving
- 10.10.2 Loading
- 10.10.3 Dark Secrets Options
- 10.10.4 Ending
- 10.10.5 Pausing

10.11	The Information Panel	17.3	Footprints in the Sand
10.12	The Golden Objects	17.4	Lumps of Grey Rock, Plants
11	Trading	17.5	Coloured Boxes
11.1	Buying Objects	17.6	The Rubber Band-Function
11.2	Hiring Help		
11.3	Prices	18.	True Events in the Game
12	In a Village	18.1	Gilgamesch
13	The Characters	18.2	The Marduk Brotherhood
13.1	About the Characters in General	18.3	The Amulet of Marduk
13.2	Howard Hawk	18.4	The Servants of Azag-Thot
13.3	The Helper	18.5	The Ritual of Azag-Thot
13.4	The Warrior	18.6	The Followers of Anubis
13.5	The Bearer	18.7	About Archaeological Digs
13.6	Helpers in Front of Temple	18.8	The Magan Writings
13.7	The Enemy (Opponents)	18.9	The Maglu Writings
14	The Battle	18.10	David Livingstone
15	The History of the Hawk Family	18.11	Sir Stanley
16	General Information	18.12	The Sumerians
16.1	Zoom	18.13	The Pharaoh Schischak
16.2	Text	18.14	Writings and Writings in Stone
16.3	Entering Buildings	18.15	Roll Seals
16.4	Torch Positions	18.16	The City of Uruk
16.5	Searching the Dead	18.17	Uruk: The Eanna Temple Complex
17	General Signs and Symbols	18.18	The Nabatäer City of Petra
17.1	A Red Cross	18.19	The Victoria Falls
17.2	A Fog Circle	19.	Tips and Tricks

If you allow it to, your journey will end
in nothing

1. System Requirements

Computer

To be able to play "Dark Secrets of Africa" the minimum requirements are: An IBM PC or 100% compatible computer with a 133MHz Pentium processor. Recommended is a 233MHz MMX Pentium processor or faster. The installation requires 600MB of available hard disc space.

RAM Requirements

Minimum of 32 MB RAM; 64 MB RAM is recommended.

Operating System

Microsoft Windows@95/98.

Controls

Keyboard and a 100% Microsoft compatible mouse are necessary.

CD-ROM Drive

4 x CD-ROM drive is required; 8 x CD-ROM or faster is recommended.

Graphics & Video

A Super VGA graphic card that supports HighColor (64k colours) and DirectDraw. You must also have DirectX 6.0 or higher as well as DirectX-Media installed in order to play "Dark Secrets of Africa".

Sound Card

A Sound Card which is 100% DirectX 6.0 and DirectX-Media compatible is required. In order to hear music, sounds and speech during the game, the Sound Card must be configured for Digital-Audio Playback.

3-D Accelerator Card

A 3-D Accelerator Card is not required.

2. Installation

Insert the "Dark Secrets of Africa" disc into the CD-ROM drive.

The start programme will automatically begin if the Auto-Play function of your computer system is switched on. Click on "Install Dark Secrets" to call up the Installation Programme, and then just follow the on screen instructions to install "Dark Secrets of Africa - The Secret of the Pharaoh's Tomb".

If the Auto-Play function of your computer is switched off, open the Work Station symbol from Windows and click onto the CD-ROM Drive symbol. Then double click on "Launcher.exe" and follow the on screen instructions.

After successfully installing the game, the start icon for "Dark Secrets of Africa" will appear in your Start Menu.

2.1 DirectX 6.0 and DirectX 6.0 Media

You must have Microsofts DirectX 6.0 and DirectX 6.0 Media or higher installed in order to play "Dark Secrets of Africa".

After successfully installing "Dark Secrets of Africa" go back to the start screen and by clicking on "Install DirectX 6.0" and "Install DirectX 6.0 Media" you can install DirectX 6.0 and DirectX 6.0 Media. Follow the on screen instructions.

2.2 Disable Screen Saver

If the screen saver is left running you could encounter problems with the programme. It is therefore recommended that you disable it prior to playing the game.

3. Problem Solving

You can only play “Dark Secrets of Africa” if DirectX 6.0 is installed on your system. Detailed installation instructions can be found in the chapter “DirectX 6.0”.

The most common problems encountered in connection with DirectX games are those caused by the drivers for the sound or graphic cards. If you experience problems please check with the sound or graphic card manufacturer (via phone or Internet), to find out if the drivers for the cards are compatible with DirectX 6.0, if not, then they will be able to tell you where you can obtain the necessary drivers. Most problems you experience will be caused by systems which are using old drivers.

Keep a close eye on your enemies but an even closer one on your friends

3.1 Various Problems and their Solutions

I can hear the videos in the game but I can't see them.

Repeat the installation procedure for DirectX 6.0 and DirectX-Media.

I don't have a Sound Card. Can I still play the game?

Yes! You can turn the sound for “Dark Secrets of Africa” off completely and therefore also play without a sound card. Proceed as follows:

1. Insert the disc “Dark Secrets of Africa” in your CD-ROM drive.
2. Go to your “Dark Secrets” index in the Start Menu.
3. Go to file “Config.efg” and put in “NOSOUND=1”. Failure to do so when no sound card is in place could result in your system crashing.

I have no music or sound effects whilst playing.

Check that your sound card is compatible with DirectX 6.0 and that the configuration is correct in Windows. Sound cards that don't support Microsoft DirectX cannot be used with “Dark Secrets of Africa”. Contact the manufacturer of your sound card to see if you have the newest driver for your system. Check again after installing a newer version.

I continually hear funny noises whilst playing

Here again, try reinstalling DirectX 6.0 from your “Dark Secrets of Africa” CD.

When starting the game I just get a black screen.

Perhaps your graphic card is not compatible with DirectX 6.0 or you are using an older version of DirectX. Install DirectX 6.0 from the “Dark Secrets of Africa” CD and/or get the most up to date driver from your graphic card manufacturer.

Does “Dark Secrets of Africa” work on computers with a Cyrix 6x86 Processor?

Yes, no problem.

Does “Dark Secrets of Africa” work on a 486 or other non-Pentium processor?

As “Dark Secrets of Africa” was developed especially for use with Pentium systems, unexpected problems and/or considerable loss of game speed could be experienced with non – Pentium processors.

Can I play “Dark Secrets of Africa” without the CD-ROM inserted?

No. You must always have the CD-ROM in your CD drive when you want to play.

Does “Dark Secrets of Africa” work on a compressed hard drive?

This shouldn't cause any problems but is not recommend it as it could effect the speed the game runs at.

Does “Dark Secrets of Africa” work with a “RAM Double Up” programme?

Yes, but here again the running speed could be reduced. You should therefore disable the “Double Up” programme before playing “Dark Secrets of Africa”.

You shall withstand a thousand torments, and nothing can get any worse

4. The Chronicles of Howard Hawk

It was by a happy coincidence that the Chronicles of Howard Hawk fell into our hands, and we were all in agreement that we should present them, as realistically as possible, and make them available to the whole of the human race.

We met the great grandson of Howard Hawk whilst on a study trip in Egypt and he gave us: a diary, lots of drawings, information and sketches. We met whilst visiting the ruins of the Nabatäer city of Petra and parted as good friends with a common aim, to make public the Howard Hawk documents. The words of a diary alone cannot describe what Howard Hawk experienced.

Howard Hawk died in 1923 in America, at the age of 81, leaving behind the stories, drawings and diaries of his travels. His great grandson loaned us these documents and in doing so entrusted us with the task of making them into a wonderful story that would be talked about for generations. He wanted us to show the world what Howard Hawk, at the age of 34, had experienced in the year 1876. We hereby express our gratitude to his great grandson James H. Hawk for his help and his confidence in us.

5. Starting the Game

First of all, install “Dark Secrets of Africa” as explained under “Installation”

As soon as the Auto-Play function is activated by inserting the CD-ROM into the CD-ROM drive, a list of possible choices will appear.

If the Auto Play function is disabled you will have to start “Dark Secrets of Africa” yourself. From the start menu go into the “Dark Secrets of Africa” index. Double click on the “Launcher.exe” icon and then choose the “Start Dark Secrets” option from the options list. Left click several times on the skulls next to the text until “Dark Secrets of Africa” starts.

If the Auto Play function is switched on, simply click on “Start Dark Secrets of Africa”. A list will be displayed from which you can choose to play a new game “New Game”, a previously saved game “Load Game” or to leave the menu “Exit”. The latter takes you back to the previous screen.

5.1 Stopping the Intro

You can stop the Intro at any time by hitting either the Return or the ESC key.

Original Entry in Howard Hawk's Diary - 15.09.1876

This is my first entry.

I arrived this morning on a boat from America and have just set up camp near to a village in Nubia, Africa. I am searching for the tomb of the Pharaoh Schischak who lived around 900 B.C. I have been here only once before, with my Father in 1855. Just before returning to America we discovered an ancient papyrus scroll on which was written the prophesies of the High Priestess Nefu.

I swore then to come back one day and follow up this discovery, and now at last I'm here. However, much time has passed, and I will need some time to familiarise myself again with things here.

6. Game Controls

As you'll be using the Mouse for most of the game, here's a small explanation of terms often used in the instructions. The terms "Left Click" and "Right Click" mean just that, clicking the Left Button on the mouse and letting go or the Right Button and letting go.

The mouse cursor, a small arrow, must be directly on the item or person that you wish to activate or move on the screen.

If your mouse has three buttons, the middle one can be ignored whilst playing "Dark Secrets of Africa".

Trust only yourself, and the goal will be yours

6.1 General Use of the Mouse

6.1.1. Left Mouse Button

The left mouse button activates all icons from the User Menu.

You can guide any character by using this mouse button. You can also activate the floor switch in the temples as soon as your character is positioned on one.

By using this mouse button you can load and save as well as make camp, rest, eat and drink.

Use of the left mouse button gets you into every sub-menu and it is also used to confirm and activate all commands etc.

At water holes, keep the left mouse button pressed to take on water.

6.1.2 Right Mouse Button

Click with the right mouse button on objects that your character wants to move out of the way.

Use this button to pick up objects from the floor, attack adversaries, dispose of objects from your Objects Menu and light fire torches on pillars

By clicking on the right mouse button you can return from any screen to the main screen and also quit the Pause Menu in this way.

7. What is “Dark Secrets of Africa”?

“Dark Secrets of Africa” is a mixture of adventure and action with strategic game play elements.

Your task is to guide Howard Hawk through 15 game ‘levels’, to fight against monsters and demons and at the same time, to find archaeological artefacts in Africa.

Each level of the game consists of an ‘Overworld’ and at least one temple complex in the ‘Underworld’.

You have to equip an expedition party and ensure that all expedition party members are brought safely through the level.

Howard Hawk is your personal Main Character in this game. You can increase the size of the expedition party with helpers, warriors, and bearers but Howard Hawk remains as the Main Character. Only he will accompany you through every dungeon, every temple, every desert and every level. If he dies, the game is over. You can, of course, restart the game indefinitely, from new, or from any point of a previous game that you have saved.

In the handbook you will quite often see the term ‘your character’. As long as nothing else is mentioned, this will always mean Howard Hawk.

The game gives a great feeling of reality. Supported, not only, by the fact that you have to guide your character throughout the day and night but also by the ‘pleasurable’ experience of guiding Howard Hawk through sandstorms in the desert! Consequently your character will make slow progress and his water consumption will increase. You have to be ready to deal with rain and deadly lightning. Enjoy the feeling of being on a real African expedition where you only have yourself to rely on.

Original Entry in Howard Hawk’s Diary – 15.09.1876

In the late afternoon of the same day I came to realise just how much the unaccustomed heat weakens me.

Although I had a lot of useful items with me, their sheer weight and the added difficulty of trekking through desert sand made for slow progress. And so, I made my way to the next village to look for someone who, for a few precious stones, would come with me to carry my things.

8. The “Dark Secrets of Africa” Tutorial.

“Dark Secrets of Africa” begins with an exciting introduction: The Past History. This tells of an expedition which set off in 1872. Only a few expedition members survived.

If you want to skip this Intro, just press the Return or ESC key.
After you have selected the option “New Game” from the menu “Start Game”, your character Howard Hawk will appear. He is standing close to a village in the middle of the Nubian desert.

Howard will now give you a short introduction to “Dark Secrets of Africa”.

If you wish to start the game from the beginning the tutorial will begin again. If you want to skip this you can stop each individual block of text by pressing the ESC key or by use of the left mouse button.

Your way is also my way

9. The User Menu

The whole screen is divided into two areas: the Playing Area and the User Menu.

The Playing Area shows the current location of your characters.

All actions are controlled from the User Menu at the bottom of the screen.

9.1 How the User Menu works

These four icons show the Vitality, Energy, Food and Water Units of the character whose portrait picture is shown immediately below.

Be careful not to let the coloured bars fall completely to the left. If your water and food reserves are coming to an end you can replenish them by taking on food and water. The other icons will prove to be a bit more difficult!

9.1.1 Vitality

This column shows how much Vitality (life) your character has. If the coloured column drops back to the left completely, your character will die! The vitality level can be regenerated by taking on energy, food, and water and also by the healing of injuries.

9.1.2 Energy

The energy level is directly influenced by food and water.

If your character has no food or water then their energy level will fall rapidly. The fastest way to keep or improve your energy level is to make camp. Sometimes even just a little break e.g. standing still for a while, will be enough to regenerate your character. If the character can take food or water on board in the meantime, the energy level will increase after a short time.

Energy levels drop when your character is walking, fighting and later in the game, when using magic.

9.1.3 Food Units

Here you can see how much food your character does or doesn't need at the present time. If the coloured column is full then your character won't feel hungry. The more it falls to the left however, the hungrier your character will become.

9.1.4 Water Units

As with food, you can see here your character's water supply. If the coloured column is full then your character will not feel thirsty. The further it falls to the left however, the thirstier your character will become.

9.1.5 The Information Panel

The Info Panel at the bottom of the screen gives information about objects and enemies that you have selected by using the mouse cursor. The Info Panel can, for example, give information about names and immunity of opponents/enemies.

And the demons will lie in wait for you

9.1.6 The Clock

The Clock shows the time within the game. Time moves much faster than in real life during the game. You can tell by means of the clock, when the change from day to night takes place. By 8 p.m. dusk has already set in, and at 10 p.m. it's dark. The next morning breaks at around 4 or 5 a.m. and at 6 a.m. it's light again. In certain rough or incalculable areas, beware of opponents looking for easy prey.

9.1.7 Skully

If your system is running too slowly this symbol can be seen. Click on "Skully" and a screen, giving you suggestions on how to adjust the speed of your computer will appear. From there you can get into the Setup Menu from where any necessary adjustments can be executed.

Original Entry in Howard Hawk's Diary – 17.09.1876

I am so happy that I have my fathers trusty rifle! He bought this beautiful piece as soon as it came onto the market, back in 1866. It was made by the Winchester Repeating Arms Company in New Haven. My father travelled there for the sole purpose of choosing this rifle. It must have been very expensive.

I can still remember how pleased he was that these "repeater" rifles had been made, as previously we had only owned a "Muzzle loader", which was much more difficult and laborious to operate. The "Muzzle Loader" was a firearm which was loaded by placing the propellant and shot directly into the barrel of the gun.

If you were unlucky, you could be dead before the rifle was even loaded!

10 Objects Menu

This is how your character is armed.

At the beginning of the game Howard Hawk carries a rifle, a machete, a pick-axe, torches, water, food and precious stones with him.

These icons are activated by clicking on the left mouse button. The objects will light up respectively when activated.

10.1 Objects

The individual objects your character has are outlined in the sub-paragraphs below.

You can choose yourself which objects you require to go into the Objects Menu. You can take on or buy as many objects as there are available spaces. This means that you can carry solely water, or only torches or just food etc. The choice is yours and you should therefore find out which objects are of importance to you. It is advisable however, to carry one field of medicine, one of torches and one of precious stones with you. With food and/or water it should be more.

It is not possible to decide the number of weapons carried. You'll find that in your Objects Menu you will always have certain weapons or other objects that you will not be immediately able to use. These must be carried with you for a while until you can find an appropriate use for them, e.g. soul stones that must be given to the chief. For this, a space must be made in the Objects Menu. As soon as the soul stones have reached their appropriate destination, this space can then be filled with an object of your own personal choice.

10.1.1 Rifle

This is Hawk's rifle. It is a Winchester that he inherited from his father. The bullets are made of metal and there is no limit to the number of shots you can make. Howard Hawk can therefore shoot as often as he wishes regardless of the amount of ammunition used. You can select the rifle from the User Menu by clicking on it with the left mouse button.

Your character will start to shoot at the opponent as soon as you click on them with the right mouse button!

Attack Points	+ 30
Defence Points	+ 20
Damage	10 Points
Weapon Range	10 Fields

10.1.2 General Calculation of Attack & Defence Points

The attack points are calculated as follows: According to the above example your character would have a "Personal Character Points Score" of 60 and would receive the added score of 30 in the event that he should launch an attack with his rifle. Added to this would be a "Defence Points Score" of 20.

Original Entry in Howard Hawk's Diary – 09.10.1876

It's the 24th day of the expedition. Kumba Alinte, my bearer, has today returned to his people. He found the area too dangerous and in addition to this, we had gone for a day with no food or water.

Now he is gone, and I must see as quickly as possible, where I can find another bearer. This whole expedition is proving to be considerably more difficult than I had imagined. The heat is unbearable. I hope I find a small village soon!

10.1.3 Machete

A machete is a type of knife used in the jungle to cut a path through heavy undergrowth.

Your character can use the machete as often as required, with no detriment to its effectiveness. Shrubs, small bushes and yellow grass can all be easily hacked away with the machete. If your character has just hacked away some vegetation, and then finds himself under attack from enemies, he can use the machete in this instance, as a weapon. Here too, in order to select the machete, left click on it in the User Menu. To use it against an enemy or on an object, click with the right mouse button. The points for the machete are as follows:

Attack Points	+ 20
Defence Points	+ 10
Damage	7 Points

I have smelt death, how it followed me, but I escaped it

10.1.4 Pick-Axe

The main use of the pickaxe is to clear entrances or secret doors. Just as with the machete, the pick-axe can also be used as a weapon. Here too, it is possible for your character to attack enemies with the pick-axe, if it was the last object that he was given before the attack. As with the rifle and machete, the pick-axe is selected by left clicking on it in the User Menu and applied by clicking on the right mouse button. The points are:

Attack Points	+ 20 for walls, doors and enemies
Defence Points	+ 10 for enemies
Damage	5 Points for walls, doors and enemies

Original Entry in Howard Hawk's Diary - 24.10.1876

I had to clear away an entrance today. I am constantly on the run from the men in black habits. They have strange and frightening, almost devilish symbols engraved or painted on their weapons.

I have already had to kill several of them, and they just disappear as soon as they die.

Strange and totally unexpected things happen to me here. After digging out the entrance I stumbled into a temple. It was full of small rooms, long corridors and corners, and doors that opened on their own, as if by magic.

Tomorrow I will investigate further there.

10.1.5 Torches

Torches are needed to bring light to dark places. In many places there are so-called "Torch Positions". Once you've activated the torch symbol, with a click of the left mouse button,

your character will automatically have a torch in his hand. If you are then standing directly next to a "Torch Position" you can light it by clicking on it with the right mouse button.

Whilst on your travels, you may sometimes find torches lying on the ground. They can however, be purchased in almost every village for the sum of 40 precious stones.

One field in the Objects Menu can accommodate 10 torch units.

Light will show you this today; there you must live

10.1.6 Food

Make sure there is always enough food in your character's Objects Menu. Your character only gets food from you. Click on food in the Objects Menu with the left mouse button so that the indicator for food units rises. You will often find food under bushes and shrubs, after you have cleared them. In other areas, as for example in the desert, where there is no vegetation it is recommended to buy food at the appointed huts.

One field in the Objects Menu can accommodate 40 units of food.

10.1.7 Water

As with food, your character must always have enough water in the Objects Menu.

Water also, can only be obtained from you. Click on the water symbol in the Objects Menu with the left mouse button until the water units indicator rises.

Water can be found in the jungle under bushes and shrubs, or more easily at an oasis by clicking with the left mouse button on the waters' surface to replenish your supply.

As with food you can also buy water at certain huts.

Click on a water bottle in your Objects Menu and your character will drink.

One field in the Objects Menu can accommodate 40 units of water.

Original Entry in Howard Hawk's Diary – 02.11.1876

Today I reached a hidden burial chamber deep inside this temple. I found a piece of an amulet and assume that it is one of the three hidden pieces of the Amulet of Marduk. That would really be a splendid find! I also found a rather weathered scroll, from which I could decipher that the Monks of Azag-Thot smashed the amulet into three pieces some 5.000 years ago. So, are the men in the habits servants of Azag-Thot!? If only I could tell my father of this adventure.

Last week, quite by accident, I stumbled on a wonderful temple. The impression I got upon entering the hall, held me captivated.

I sensed, quite clearly, the history of thousands of past years in those rooms and had the feeling that the witnesses to the past were looking down on me.

10.1.8 Precious Stones

Your only possibility to trade with the natives is by the means of Precious Stones. All attempts with Dollar bills have proved unsuccessful. The natives simply prefer precious stones. You can sometimes find precious stones on the ground, in boxes, in temples or left behind by defeated enemies.

It is advisable to collect all the precious stones. Unfortunately, your Objects Menu does not have unlimited capacity. It is therefore recommended to take a bearer with you, who will gladly relieve you of your precious stones.

One field in the Objects Menu can accommodate 100 Precious Stones.

10.1.9 Medicine

Medicine is extremely important, and you should always carry plenty with you. One unit of Medicine regenerates 50 Vitality (life) points! It will **not** increase Energy points, **only** Vitality points. Medicine can be purchased for precious stones at many huts. You will also find it at a variety of locations throughout the game. Many a defeated enemy will leave behind a few units of Medicine that you can then collect.

One field in the Objects Menu can accommodate 10 units of Medicine.

10.2 Other Objects

Here are a few examples of other objects that you'll find, and will sometimes either choose or be forced to take with you, during your expedition.

It could always be possible that you will have to put an object down for a short time and then pick it up again.

As you are on an expedition, it is up to you to find out which object this could be and what its purpose is. You'll find a further piece of advice in the "Tips & Tricks" section of this handbook.

If you have ever lost direction, then you must learn to guess the way

10.2.1 The Sword of Gilgamesch

This is the sword of the Half-God, Gilgamesch who lived 2600 years B.C. His mother Ninsun gave him this sword. She had it forged for him with the powers of the fire and the wind. The sword was supposed to give him the power to defeat any enemy. So African legend says.

More about Gilgamesch under the sub-heading Gilgamesch towards the end of this handbook.

10.2.2 Picking Up & Putting Down Objects

Objects can be picked up with a "Left Click" after having been selected with a "Right Click". The name of the selected object will be displayed in the Information Panel.

When the Objects have been picked up, they will appear in the Objects Menu. If the Object Menu is full, the text “Howard Hawk has no more space” will appear.

By means of a simple “Right Click”, your character will pick up all objects in his immediate vicinity.

You do, of course, have the option to put objects down again at any time. To this end, click with the right mouse button on the chosen object in the Objects Menu and remove as many units of that object as you wish.

A further option, if you have helpers, would be to redistribute Objects to other people by way of the Swap Objects Menu.

More on this under the heading “Objects Menu”.

Original Entry in Howard Hawk’s Diary - 10.11.1876

In a small village, I found some friendly helpers. Assum Baswari is the name of the bearer who now accompanies me. He is carrying our tents, so at least now I can rest at nights in shelter. My ship leaves tomorrow morning from Cairo for the Gulf of Guinea. From there it’s onwards to Ife, a town in Nigeria.

10.3 Camping

By making camp, you allow your character to regain lost Vitality (life) and Energy points. You can camp at any time in the ‘Overworld’, providing you have a bearer with you. In Dungeons and Temple Buildings you’ll have to make do without bearers, so your character will have to content himself with just a tea-break. The Vitality and Energy points will not regenerate as quickly by the means of a tea-break as they do by making camp.

10.3.1 Camping in the Open

As soon as Howard Hawk finds a bearer in one of the villages who, for a few precious stones, will accompany him, he can put up tent. This is done by activating the ‘Camp Button’ with a left click on the mouse. You can watch as your expedition transforms immediately into a small camp complete with camp fire.

Your characters will now rest for 6 whole game hours. During this time their Vitality and Energy points will regenerate. If after this period, your characters ‘levels’ have not regenerated completely, you can allow your characters to make camp again.

Your character cannot take on food or water whilst camping.

You can, of course, break camp at any time during the six (gameplay) hours.

10.3.2 Resting in Buildings

Your character will not be able to take bearers with him into temples or other buildings, as they avoid such places for fear of demons.

It is nevertheless possible, by means of a tea-break, for Howard Hawk to replenish his Energy and Vitality points, albeit more slowly and to a lesser extent than by actual camping. This is done by left clicking on the camping symbol.

Howard Hawk cannot take on food or water during a tea-break.

10.3.3 Length of Rest

Your character will automatically camp or rest for 6 game hours, as you can observe in the field underneath. You can prematurely end the period of camping or resting with a further left click of the mouse on the camping symbol. Sometimes, the Vitality and Energy points will have regenerated themselves before the camping period has finished. In this instance it is recommended that you break off the camping/rest period early. You can camp as many times, one after the other, as you like in order to replenish your Vitality and Energy points to the desired levels.

Original Entry in Howard Hawk's Diary - 22.12.1876

My family in America will be celebrating Christmas soon. How I would dearly love to be able to send them some sort of sign to show them that I am alive and well, but that would seem to be almost impossible form here. Finally, after a more than 70 day journey, I have arrived in Nigeria. The vegetation is completely different to how I had imagined it would be. At night I have encountered huge spiders on two legs. My rifle helps me to keep them at bay. They only seem to be active at night as I have not seen any during the day. The villagers are strange and so reserved.

I will investigate the matter further.

10.3.4 Changing Rest Times

The arrows under the time indicator of the tent are there to determine the speed of camping.

The right arrow allows you to increase the speed by a certain amount. In this way, the camping process is speeded up. Oppositely, the left arrow slows the speed down.

Unfortunately, you cannot give your character food or water whilst camping. The sole purpose of camping is for the characters to take time to sleep and rest.

Dark demons will threaten you, until you confront them

10.4 The "Take Care of Everyone" Menu

This icon simplifies the task of supplying the whole expedition. Instead of having to supply each individual with water, food or a medicine, you can hereby give each member an equal amount of water, food or medicine.

10.4.1 Distributing Food to Everyone

With a left click on the mouse, the food in your characters' Objects Menu will be equally distributed to everybody.

After each click, the division of food will be resorted . This works as follows: The food that Howard Hawk is carrying in his Objects Menu will, by way of a left mouse button click, not only be distributed equally to everybody but also passed on to the bearer (assuming you have

helpers with you) who will take on as much food in his Objects Menu as he can. When he cannot take on any more units, you will be advised of the fact by the message “bearer, for example, Zibalwe Kowo has no more space”. Thereafter, the Objects Menu of the next character will automatically be filled up, until all the characters are fully loaded or you run out of food. The food is distributed in the following order: First the bearers, then the helpers and then on down to the warriors. Consequently, Howard Hawk will now again have room for other things in his Objects Menu.

Before entering a temple you should, by using the Swap Object Menu, return any objects of vital importance to Howard Hawk. Failure to do so could result, in the worst case, in your character having to proceed without food.

This method of distribution works even if you only have one character in play. Redistribution is, of course, only possible when several characters are in play.

10.4.2 Distributing Water to Everyone

In the same way, by clicking with the left mouse button, your characters’ water supplies will be distributed equally to everyone.

Water supplies will be newly sorted in exactly the same way as described in “Distribution of Food to Everyone”. The water supply carried by Howard Hawk will, as before, be transferred to the Objects Menu of the bearers first, followed by the helpers and finally the warriors. As soon as the words “Bearer, for example, Zibalwe Kowo has no more space” appear at the top of the screen, and you have again collected new water for Howard Hawk’s Objects Menu, the water will then be distributed to the helpers until, consequently, their Objects Menus are also full. Next in line come the warriors and finally Howard Hawk.

Click on this symbol as soon as a character needs water, this will then be taken from the bearers in the first instance and distributed to everyone. This ensures that the water from Howard Hawk can still continue to refill the Object Menu of the bearers.

Here too, by means of the Swap Objects Menu, you should swap back any objects of vital importance to Howard Hawk before entering a temple. Failure to do so could, in the worst case, result in your character having to continue with no water.

This method of distribution works, even if you only have one character in play. Redistribution is, on the other hand, only possible when several character are in play.

Original Entry in Howard Hawk’s Diary - 08.02.1877

I am in Timbuktu! I was in a wonderful library today and was able to find out there, that the Temple of the Moon was built more than 4000 years ago by the followers of Anubis.

Only the Amulet of Marduk can open the temple. I wonder if I will find it!? Tomorrow I will look for some new helpers, and together with them will embark on the difficult journey through the desert. I hope I will survive the desert. So many people have already lost their lives there. It is constantly hot during the day and terribly cold at night. Oh how I miss America!

10.4.3 Distributing Medicine to Everyone

As with food and water, Medicine is distributed to everyone by way of a left click on the mouse.

The redistribution of Medicine operates in exactly the same way as in “Distribution of Food to Everyone” and “Distribution of Water to Everyone”.

Once again, it is recommended that you return, by using the Swap Objects Menu, all objects of vital importance to Howard Hawk before entering a temple. Failure to do so could result in your character having to carry on with no Medicine.

This method of distribution also works, even if you only have one character in play. The redistribution is also here only possible when several characters are in play.

10.5 The General Map

A left click of the mouse on this symbol will take you onto the large General Map.

From here you can see where you have already been. The areas to which your character has not yet ventured remain dark.

Friendly villagers (natives) and native animals, who will not attack you, can be identified as yellow spots. Enemies are shown as red spots. Click with the right mouse button to return to the main screen.

10.6 The Portrait

Here you can see a portrait picture of your currently activated character.

A left click will bring you into a sub-menu in which the personal details of your character are listed. First to appear are the personal qualities of your character.

Original Entry in Howard Hawk’s Diary – 18.02.1877

Today I discovered the Temple of the Moon. It wasn’t easy! I first entered the temple and left the Amulet outside. This proved later to be a big mistake and one which I shall not repeat. It is late now and I am tired. I am in a corner of the Temple of the Moon at the moment. No demon will attack me here and I can rest a little. My helpers prefer to wait outside again. Why are these natives so afraid!?

10.6.1 Qualities of the Character

The data for vitality points, energy, water and food reserves can be found amongst the list featuring the qualities of the various characters.

Below this you can see the indicator showing your character’s “Experience” points, “Experience” level and how many points you need to reach the next level. The experience points are calculated according to the number of enemies eliminated. The more your character disarms, the faster your experience points rise. As soon as you reach the next level of experience your Vitality points will automatically increase.

10.6.2 Setup Menu

If you want to, for example, speed up the flow of the game, you can change any setting you like from here. Try switching from “RGB” colour to “Mono” or turn “Rain” and “Clouds” off. You can change the “Speed of the Game” or the “Brightness” to a maximum of 5. Under the option “Size of Map” you can set how the small map in the top left hand corner of the screen should be displayed.

Even the “Screen Resolution” can be changed by means of the Options Menu.

Even if your path is stony and lonely; along it you will rise to true greatness

10.6.3 Keyboard Controls

Displayed in this Sub-Menu are the keyboard controls for the most important game operations, e.g. choosing a weapon or choosing the individual people. A weapon can, for example, be picked up more quickly by this means than by choosing it with the help of the mouse

Especially for the magic spells it is recommended that you know a few of the controls. You should try out for yourself which ones you prefer and which ones you get on best with.

You also have the possibility of reconfiguring the keyboard controls here.

As soon as you left click on the individual keyboard controls, a question mark will appear in the box. Replace the question mark now with any another symbol or letter.

Original Entry in Howard Hawk’s Diary - 13.04.1877

Yesterday I arrived in the village of Agadez. The language spoken by the natives here is slightly different to that spoken in the last village. Somehow though, we always manage to understand each other. Tomorrow I shall set off very early to search for a man who lives like a recluse. I need to head south so I am told. I am running out of precious stones. These are the only acceptable trading goods here. Although I don’t like doing it, I sometimes have to search the bodies of dead enemies to look for precious stones, with much success I might add! The natives gave me this tip, it would never have occurred to me otherwise to go searching the dead!

10.6.4 Statistics

From this statistical index you can see by the column on the left which levels you have fought through and next to them the time that it took you to do so. On the right hand side you can see the number of monsters and demons you have defeated.

10.6.5 The Travel Report

The travel report gives the current date in your ‘game world’. Next to this you will see at first glance, the last dialogue that was spoken, and in the panel underneath it is possible to call up the dialogue again in order to re-read it through. The number behind the name of the level displays the number of the dialogue that can currently be seen in the main window.

So if you want to read one or other of the notes from the dialogue again, then simply use the keys “+” and “-” or look specifically for the text, whereby you need to use “-” to go back one dialogue at a time or “+” to go forward one until you get back to where you were originally. By using “-” it is also possible to go right back to the first dialogue.

Lightning and thunder will strike you, and you will look death in the eye

10.7 Magic

Magic is another weapon.. As soon as you have found a required object such as “The Book of Marduk” in level 6 of the game, you will possess the elementary skills required to use Magic as a weapon.

As you find further objects, such as the “Serpent’s Rod”, “Solomon’s Shield”, and the “Ring of Solomon” your magical skills and the ability to fight with them will increase.

The use of the elements Fire, Earth, Air and Water are available to you when you possess Magic. To each of these main headings there are three or four sub-headings.

So, for example, with the element Fire you start of with a lighted torch and end up, as your power increases, with the ability to throw fire showers.

As soon as you click with the left mouse button the Magic ends, until you select it again. During the game your Experience points increase according to the number of enemies you kill. Along with the increase in Experience points, you will also notice an improvement in Howard Hawk’s magical abilities.

10.7.1 How do I use Magic

By clicking with the left mouse button on the upper row of the Magic panel you can choose between the elements Fire, Earth, Air and Water. Underneath, you can see how many magic spells are available for each heading.

If you choose Fire for example, on the bottom panel you will see the fire spells available to you. With a left click on the mouse you then can choose for example Fire showers, assuming you have previously found and collected the necessary utensils. Otherwise, you may have to be satisfied with just the lighted torch. As soon as the lighted torch is activated by means of a left mouse click you will see Howard Hawk outlined by a white circle. This shows the range in which your character can use the magic spell. The enemy that Howard Hawk wants to hit must be within this circle. The enemy is unreachable for your character, outside of the circle.

If the enemy is within the circle, you must move the mouse cursor onto him and activate the magic spell with a right click. The magic spells can be activated as often as you like by continuing to right click on the mouse.

However, each use of a magic spell costs your character energy points that you will continually have to replenish.

You should also be aware that your character can himself be detrimentally affected by some of the magic spells.

Your enemies have various types of resistance to magic. Some demons are immune to fire, others are immune to water. As your opponents light up red as soon as they are hit, you'll be able to find out for yourself which enemies are immune to which magic spells.

Original Entry in Howard Hawk's Diary - 04.08.1877

It is a long time since I last wrote anything. I've been travelling for 90 days now. I arrived in Sofala where I had to join a horse caravan before eventually arriving in Zimbabwe! The journey was a real strain. The natives are much more used to the heat than I am. Then I had to hack my way through the jungle with my three helpers. The natives are very friendly and we were a really good team. In the middle of the jungle we were surrounded by strangers. The natives were taken captive. Now I am supposed to head North tomorrow to search for a stone. What will happen if I don't find it? My people will surely be killed. I must, whatever happens, find this stone!

10.8 Swap Objects Menu

In this Swap Object Menu, you are able to swap the objects that each expedition member is carrying with another expedition member.

Click with the left mouse button on a symbol of a character. The selected field is activated as soon as it becomes outlined in white. Click now with the left mouse button on the field of another character, so that the previously activated object changes owner.

If the destination field of the swapped object is already occupied, this object will be replaced by the selected object.

Awakening hides fear

10.9 Group Order

Here you can see exactly who, and in what order of priority, belongs to your expedition. If you have bearers, helpers or warriors with you, you can see their names above their portrait pictures, by moving the mouse cursor over them.

In this Menu you can determine the particular order in which your expedition members should be. By clicking with the left mouse button on first, one character's portrait and then on another, the pictures will change place with each other accordingly, and so consequently will the characters.

Within the expedition, it is also possible to change the order of who goes first. This can be helpful if, for example, you have the feeling that the bearers are continually being attacked because they are walking directly behind Howard Hawk and it would be better to let the warriors walk behind Howard Hawk, for them to assist in protecting the expedition.

The field under the portrait pictures is there in order to deactivate individual people. If you want to carry on with Howard Hawk, you can decide here who goes with him and who stays behind. A symbol will light up when activated. If, by means of a left click on the mouse, you deactivate a character, their picture will become faded and the appropriate person will no longer follow the expedition.

Characters are dismissed completely, by way of the lower symbol. As soon as you have activated the character with a left mouse click you will be asked, for safety, if you are really sure you want to dismiss the character. Click on "yes" and the person will be removed from the Menu and the expedition. With the exception of Howard Hawk, you can dismiss any expedition member.

10.9.1 Automatic Control

At the start of a game the Automatic Control is switched ON. This means that you only have to give your character an order once, they will then carry this out until completion.

For example: You would like Howard Hawk to fight off an enemy with his machete. You then only need to give him the necessary command in order for him to defend himself for as long as it takes to defeat the opposing object.

If, for example, you want to get rid of some shrubbery, simply click on a bush, whereupon your character will automatically hack away everything in his immediate vicinity. As soon as you click on the "Automatic Control" symbol below a character's portrait, control will immediately change to "Manual control". The word "On" will then be replaced by the word "Off".

10.9.2 Manual Control

Under "Manual Control" you yourself, can actively control every single shot by clicking on the mouse. As long as you continue to click on the mouse button and therefore shoot, so your character will continue to keep the opponent under fire. The same applies to, for example, the clearing of paths.

Click on the "Manual Control" symbol to return to "Automatic Control". The word "Off" will be replaced by the word "On".

10.10 Saving, Loading, Ending, Options

Behind this icon you will find the Menu for saving the game at a particular stage, for loading saved games and for exiting games.

10.10.1 Saving

Click on this symbol or press the "S" key to save the game at the point you have reached. You will then be given information as to which number the saved game is, the valid days date, and at what stage of the game you currently find yourself. During saving, the screen colour will become faded and you will not be able to move the mouse cursor until the saving procedure is complete. To the left or right of the saving symbol you will see an excerpt of the game showing where you are at that time.

10.10.2 Loading

Choose the game you wish to load by clicking on the left mouse button or by pressing the "L" key on the keyboard.

Original Entry in Howard Hawk's Diary - 28.11.1877

I stopped off in Greater Zimbabwe first. I had to journey from there to the City of Rubies in the North West. Here, one hears countless myths and sayings, frightening stories of Gods and of followers of various groups. Sometimes I get very confused! I had a good look around here today. Only ruins are left of the City of Rubies. What a shame, the city was once said to have had rooftops as red as rubies! That must have looked beautiful. I can't think of anything else to write today. I am exhausted from all the travelling.

10.10.3 Dark Secrets Options

The fundamental game settings can be adjusted here (see paragraph 10.6.2 Options Menu).

10.10.4 Ending

This enables you to exit the game. Just follow the instructions in order to leave “Dark Secrets of Africa”

10.10.5 Pausing the Game

If you want to pause the game for a while, press the “Pause” button on the top right hand side of your keyboard.

When you are ready to continue the game, simply click with the right mouse button on the screen.

Defeat the darkness of death, for the brilliance of life

10.11 The Information Panel

This panel gives you lots of important details and information. Listed here, for example, are the names, when highlighted with the mouse cursor, of helpers. You'll find here, the names and ranking order of enemies, as well as their magical resistance to certain elements (water, air, earth or fire).

By highlighting an object, you can read all about it here. This eases the choice when picking up objects lying on the ground. You can also see from here which objects you are just choosing in the Objects Menu, or how many units of, for example, water, food or medicine are in the various fields. It is also possible to check the of Attack and Defence point values of individual weapons.

10.12 The Golden Objects

In the higher levels, certain objects such as for example, the Serpent's Rod will appear top left in the User Menu. You need these objects to successfully complete the adventure, and so that these don't take up too much space in the Objects Menu, we've integrated them into the User Menu.

11 Trading

Trading describes the obtaining of food, water and other useful objects in native villages as well as the employment of assistants such as, bearers, Warriors and helpers to support your character.

11.1 Buying Objects

It is sometimes necessary to buy objects such as, food, water, torches or medicine.

You can buy these items in many of the villages for the price of a few precious stones. The huts where you actually buy items usually have lot of boxes and barrels outside them. Send your character directly to the door of a hut in order to automatically call up the Trading Screen.

Trading is simple. Stipulate in the fields next to the required objects the number of how many you wish to buy. Confirm this by clicking on the words “Complete Transaction” and return to the Main Screen. Should you change your mind and want to buy another object, click on “Cancel Transaction” to stop the purchase. You then have the opportunity to re-choose your goods. Click on “Finish Trading” to return to the main screen in the game.

You can see in the Trading Screen how many of something you wish to purchase and how many precious stones the transaction will cost you. The number of precious stones you have left after completion of the transaction will also be shown.

11.2 Hiring Help

Africa is a dangerous continent. You should start on your expedition alone. In many villages you'll find helpers who, for a few precious stones, are willing to accompany you. The huts, with lots of boxes and barrels outside them, are the places to go to find helpers. Send your character to the front of the door of the hut. You will then automatically get into the required screen.

You will also have to consider here how many people you require, and indeed can pay for.

You can determine the number of bearers, warriors and helpers you need in the fields next to their individual portraits. Confirm your choice with “Complete Transaction” and return to the main screen. If you want to reverse your decision, go to “Cancel Transaction”. After this you have the possibility to pick your assistants again. Click on “Finish Trading” to return to the game and the main screen.

You can see from here also, how many you want to buy, and how many precious stones your purchase will cost. After the transaction has been completed you will be shown the remaining number of precious stones you have.

Knowledge is the death of imagination

11.3 Prices

In the following text you can see the number of precious stones you will need to buy help and objects:

Warrior	30 Precious Stones
Bearer	10 Precious Stones
Helper	20 Precious Stones
Torches	40 Precious Stones / 10 Units
Water	20 Precious Stones / 10 Units

Food
Medicine

20 Precious Stones / 10 Units
20 Precious Stones / 10 Units

12. In a Village

Most natives villages are full of extremely friendly and peaceable people. You can find out very interesting things by directing your character to stand in front of a native.

Certain natives warn of forthcoming dangers, other have special requests, such as searching for a lost relative, for which they are prepared to pay you a reward.

**Beware of the sun in front of you, the footsteps behind you
and the voice within you**

13. The Characters

Here you'll find descriptions of all the other characters, who apart from Howard Hawk, play an important role in the game "Dark Secrets of Africa".

Original Entry in Howard Hawk's Diary - 20.01.1878

Well, another year has passed! I am on my way now to Lake Victoria. A few weeks ago I was in Mombassa where I was able to send a telegram back home at last, to let them know that I am still alive! In a museum in America I have seen old sketches of this area. In around 1700 A.D., some Arabian seafarers found some ruins of buildings in this area. These sailors are also supposed to have cleared an entrance into one of these half ruined buildings. They entered the building and only one of them ever came out again alive! No one knows what happened to the others. I think this particular building was the House of Tiamat. That is where I want to go into too. Maybe I'll find something that no one else has found.

13.1 About the Characters in General

Every character in the game is marked with a green bar above their heads. This bar shows the characters' Vitality points. The currently activated character has the brightest green bar.

As soon as the Vitality points go down, the green bar reduces and changes colour to red. If the bar is completely red your character is taking his last breaths of life! Howard Hawk and his helpers will show you when they are not feeling well. If your characters are suffering from thirst or hunger or if they are exhausted, their colour will change accordingly. They will look a very unhealthy sort of purple/blue colour. You will then have to take care of them urgently. The advantage of this being, that you only have to take care of your characters when they show a need for it, and will otherwise have time for different things.

If you ignore the water, food, medicine and resting needs of your expedition members, they will quite suddenly desert you! In other words, they will go their own way, irretrievably, and you will be left to look for another village in order to find some new help.

13.2 Howard Hawk

Howard Hawk, the young, dynamic archaeologist will accompany you through the game “Dark Secrets of Africa”. He is the main character. He leads the expedition and, for as long as you let him stay in front, will guide his party through Africa.

13.3 The Helper

The Helper will always be willing to assist your character in clearing undergrowth. Only he can deal with certain types of rock which may block your character’s path.

The Helper can carry some objects for you. However, he does not have as much space available for this as the bearer.

13.4 The Warrior

The Warrior is the only one of your helpers who will stand in the way of your enemies with a weapon. The Warrior is equipped with a rifle, and in the event of an attack will defend the expedition with his life if necessary.

The Warrior will also be pleased to carry some objects for you but, once again, does not have as much carrying capacity as the bearer or the helper

13.5 The Bearer

The bearer is very important. Only by bearers setting up camp for you will you ever be able to give your expedition the rest periods they need. The Bearer carries the tent, and is also happy to carry water and precious stones, for example.

13.6 Helpers in Front of Temple

Your own helpers will not accompany you into the Temple. There could be demons and monsters lying in wait for them and so therefore, they avoid these places.

If you have given your bearer all of your precious stones to carry, he will consequently be kind enough to leave 80% of them for you. As soon as you leave the Temple successfully, you will find these precious stones in the next scene. Sometimes, after visiting a Temple, you will not come out in the next scene, but will have to go out the same way as you came in. In this instance, your helpers will have camped outside and be waiting for you. But even these helpers will never accompany you into the next scene of your adventure.

Original Entry in Howard Hawk’s Diary - 12.03.1878

I am now in Ethiopia. It is much more beautiful than I thought. It is so different from home here, so oriental and strange. This morning I equipped a new expedition. The natives here are no longer so motivated because everything appears too dangerous for them. Most enemies are stronger than my helpers’ weapons, so not only can I not rely on their help but, on top of everything else, must protect them too! The natives told me about an old legend, which says that there are some old ruins in a gorge to the North where no man has set foot for hundreds of years. So I will follow the trail of these centuries old people. I hope that these ruins will turn out be the ruins of the Tower of Marduk

13.7 The Enemy (Opponents)

Your enemies can be recognised, not only by their unfriendly appearance but also by the fact that when you pass the mouse cursor over a person or thing, if they are an enemy, the cursor will change into a death's-head symbol!

Some enemies operate in packs, some attack immediately, others seem apparently to go away again. However, only to get reinforcements! The opposition are always divided into three groups of ranking order. The first group are the weakest opponents. The higher the ranking order, the stronger the opponent. The ranking orders also differentiate themselves by name. Accordingly, the first group, the Supporters of Azag-Thot are called "Monks", the second group are the "Priests" and the strongest, and therefore the slowest of this group are called the "High Priests".

Darkness clouds your existence, until you walk into the light

14. The Battle

The Battle is one of the most important elements of the game. In "Dark Secrets of Africa" you don't only fight to get through the game, but also to collect experience and therefore indirectly, Vitality (life) points too.

You can either engage with your character in close combat using a sword or shoot at him with a rifle. In a later level, you will find the "Sword of Gilgamesch". There are certain enemies that you will not be able to injure with your rifle, and that you will only be able to defeat with this sword. How best to battle your way through "Dark Secrets of Africa", is something you will have to try out for yourself!

You can recognise an enemy by the fact that the mouse cursor turns into a death's-head when passed over one.

It is quite possible that the enemy is still too far away for you to attack. Go with your character carefully towards him. As soon as the enemy is in the attacking range of your weapon, he will light up green, when you move the mouse cursor over him. If you have selected Automatic Mode for the game, your character will automatically pull the weapon set apart from the others in the Objects Menu by its colour, and whose field is surrounded by a gold border.

You can also choose your weapon from the Objects Menu by means of a left click on the mouse.

By clicking the right mouse button on the enemy, your character will attack. Every time you successfully hit your opponent, he will light up red. You can see how much life he has left by way of the bar above his head. The more life slips away from him, the smaller the green bar becomes.

Should you prefer to use magic against your opponent, you'll find the instructions for use under the heading "Magic".

Original Entry in Howard Hawk's Diary - 29.04.1878

I am in a swamp area. It really smells musty, everything is damp and sticky and yet still one can feel the Arabian heat! An unpleasant area called The Swamp of Xastur. Blood sucking mosquitoes plague me all day long. From a distance, I have seen the first swamp demons

today. The creatures look unimaginably strange. If I find time I would love to try and make a sketch of them.

The sun has gone down. In the West I can see a pale green light. Could that be the temple? The natives in the village have told me that many villagers here have simply disappeared, without trace, in the night. Where on earth have I landed myself?

15. The History of the Hawk Family

We have tried to put this history together as accurately as possible.

We found a great deal of information in countless documents such as diaries, birth and death certificates. We even took information from old letters, some of which we found in the regional state museums. Indeed, the museums had only kept the letters because of their age. Many documents were lost in wars, fires or moving house, but nevertheless we have succeeded in piecing together the family history dating back to 800A.D.

806 A.D. Pippin, son of Karl the Great takes Italy. He becomes aware of the writer and historian Antonio Galbini, who is well known in Italy.

807 Karl the Great, lover of science, art and literature brings the Galbini family to his native country – France.

Antonio, his wife Montella Galbini and daughter Sophia (7 years old) move from Rome to Aachen in France, to the court of the emperor.

816 Galbinis daughter Sophia marries Duke Pierre de Faucon from the West Franconian Empire (Normandy).

His family crest is the Perigren Falcon.(Faucon = Falcon/Hawk in English)

841 Henry de Faucon (the eldest son) dies in battle in the war between brothers Lothar I and Karl II.

842 Pierre de Faucon dies in battle near Fontenoy

Jaques de Faucon becomes the new duke.

852 Sophia de Faucon dies. She bore her husband over the years, 3 daughters and 2 sons (Simone born 818, Beatrice born 821, Emilie born 826, Henry born 823 and Jaques born 830).

857 Jaques de Faucon marries the beautiful Isabelle Loumion.

859 Isabelle gives birth to a future heir, Daniel de Faucon.

861 Jaques de Faucon fights against the Vikings in the battle for the defence of Paris.

....

931 Luis de Faucon marries Sophie de L'Aurio

- 932** Sophie gives birth to the twins Pascal and Michele.
- 936** Otto I turns all duchies into non-hereditary duchies and divides or reduces the size of their lands.
- Duke Luis de Faucon also has to give half of his land to Otto I
- 937** The whole of Franconia is devastated by the Hungarians. The Castle of Duke Luis de Faucon is also destroyed. Sophie loses her life in the process.
- To what extent the castle was rebuilt is unclear.
- 1066** David de Faucon (born 1041) and his younger brother Eduard de Faucon join with William II (Duke of Normandy) to wage war in England. They conquer England at the battle of Hastings. William II becomes King of England.
- David de Faucon moves into a castle in the South of England, near Salisbury.
- 1070** David de Faucon marries Charlotte de Terlion, daughter of the Duke of Birmingham.
- Eduard goes off to Jerusalem, to assist in forming the Knights of St. John. He was never heard of again.
- 1072** Charlotte de Terlion, wife of David, dies giving birth to their daughter Rosanne.
- 1073** David de Faucon marries, beneath his class, Mary Culen a nursemaid.
- 1099** David de Faucon dies. His wife Mary had given him 7 children (6 girls and 1 boy named Albert (1086)).
- 1130** Birth of August de Faucon. He is the only son of Jules & Miriam de Faucon.
- 1155** August de Faucon marries the granddaughter of the Archbishop of Canterbury, Simone de Sauvignon.
- 1156** Simone gives birth to Henry, their only son.
- 1171** August de Faucon leaves his wife and child behind to go to war with Heinrich II. Ireland is conquered. August dies in battle.
- 1180** Henry de Faucon marries Elise Bristole.
- 1184** Elise gives birth to their son, Henry II.
- 1189** Henry de Faucon leaves for the Holy Land with Richard the Lionheart, King of England, to free it from the Muslims.
- 1192** Henry has a fateful encounter in the Zin desert. He finds a mysterious object that could change the course of world history. But, on the way back to camp he was attacked by Saracens. He hid inside a cave near Qumran, on the North

West banks of the Dead Sea. There he buried the mysterious object with the intention of reclaiming it when his journey back to England had been secured.

1194 Henry returns from Jerusalem.

In Arabia, he learns the art of falconry. As the falcon is still the family crest he feels drawn to these animals and brings writings about this craft back with him.

This was the beginning of falconry in Europe.

Henry is struck down with the Plague, brought back with him to Europe from the Crusades.

On his deathbed he briefly tells his son of the finding, hidden in one of the many caves.

1224 Henry II, together with his son Bertin (1208), makes his way to the caves at Qumran to reclaim the hidden object buried there by his father.

Unfortunately they don't find it.

Ever since that day, the family has had a great interest in archaeology.

1318 Beatrice de Faucon (born 1304) gives birth, at the age of just 14, to an illegitimate son by Antonius Bergerac. She calls her son Carl de Faucon.

1339 Start of the 100 Years War.

Carl de Faucon leaves for war in France with King Eduard III.

1340 Beatrice de Faucon gives birth to twins, Jules and Benedict, her second and third sons.

The father is Frederic de Montan. He got to know Beatrice well when he was called back from the theatre of war to England.

Before they could marry he was called back to the feud in France where he died without learning of the birth of his sons.

The war ends with a Peace Treaty.

1361 Carl de Faucon dies of the Plague - a fate he shared with 25% of the population. Beatrice dies in 1363 of the same disease.

In the meantime Benedict de Faucon works as an architect on the building of Windsor Castle.

He was most interested in architecture and archaeology

1364 After the death of his mother, Benedict left England and took a trip to Egypt, looking for foreign architecture.

- Jules, now a teacher, marries Estelle de Lontenon.
- 1365** Estelle dies of the Plague.
- 1367** Jules marries Estelle's sister, Rosalie de Lontenon.
- 1368** Rosalie gives Jules the long awaited heir, Paul.
She dies of a fever shortly after giving birth.
- 1369** The war against France continues.
- 1384** Jules works in Oxford together with John Wyclif.
They are translating the bible into English together. John Wyclif is a supporter of the English language, prior to this almost everyone in England spoke French.
- 1389** Benedict returns. He was the first Englishman to discover the Pyramids. He dies in the same year after a malarial infection, brought back with him from Egypt.
- 1398** Fascinated by historical diggings, Paul goes to Norway in search of the lost Mjölnir Hammer of the old Germanic God Thor and the Spear of Odin.
- 1404** Paul returns. Instead of the sought after objects he brings back a woman. She is called Helen and comes from Sweden.
Paul marries her in the same year.
- 1414** John Wyclif is declared a Heretic. Both he and Jules de Faucon (now 74 years old) are executed.
Their supporters are persecuted.
- 1551** Lucas de Faucon is born.
- 1572** Lucas travels to Greece to search for the Sword and Shield of Achilles. He finds the sword near Thessalonike in Greece. From there he travels to Rome to search for the Chronicles of Sybille of Cumae. On the journey back to England he is attacked and robbed in the Kingdom of Venice. All the items he had found are stolen from him.
He arrives back in 1579.
- 1579** Lucas marries his childhood sweetheart, Maria Higgins.
- 1580** Maria gives birth to their only son Charles de Faucon.
- 1620** Charles' parents have died in the meantime.

Charles de Faucon travels to North America on the Mayflower. There, he helps in the founding of the colony of "New England".

He changes his name to Charles Hawk.

- 1649** Ronald Hawk (Born 1630), son of Charles and Elisabeth Hawk, marries Carolin Blixen.
- 1653** Ronald travels to Jerusalem to search for the Rod of Moses and Cain's knife.
- He too is very enthusiastic about searching for old items and relicts.
- He searches for the Golden Fleece in Greece.
- His wife stays in New England with their children (Marian born 1650 and Timothy & Jonathan born 1652).
- 1659** Ronald returns. He brought several objects with him but could never determine their worth.
- 1673** Ronald takes his son Jonathan with him on a journey to the Orient. They search near the Lut Desert for a precious stone called The Teardrop of the World. They find several stones similar to the Teardrop and take them with them.
- In Greece they search for the Hydras' Teeth but do not find them.
- On their return journey in 1683 they get caught up in the Turkish War. Ronald is so badly injured in an accident that he dies.
- 1685** Jonathan returns to New England.
- Before the origin of all the collected objects can be determined, the house burns down. Caroline dies from smoke poisoning.
- 1812** James Howard Hawk is born. His parents are Robert & Elionore Hawk.
- 1830** James Howard Hawk sets off for India in search of the Temple and the Chain of Kali.
- What he actually discovered is unclear.
- 1839** James Howard Hawk marries Vanessa Milford.
- 1842** Howard Hawk enters the world.
- 1854** James Howard takes his son on a journey to Egypt until 1859.
- 1861** James Howard Hawk and his son Howard Hawk fight as Unionists against the Confederates of the South in the American Civil War.

- 1863** In the famous Battle of Gettysburg (1-3 July 1863), James Howard is severely injured.
- After his recovery he does not return to the war.
- 1864** The war is over. Howard returns home.
- In the same year, his father James Howard opens a Museum of Archaeology in New York.
- 1866** Howard learns that the Ring of Merlin is still being sought in Norway. He travels to Norway to take part in the search.
- 1874** Howard returns to America.
- 1875** James Howard discovers something in old scriptures about certain findings in Africa and tells his son this. James Howard dies in the same year.
- Howard makes the journey to Africa where he arrives in 1876.
- Later:** In 1923, the grandson of Howard Hawk, Sam J. Hawk, gets a 10 year professorship at the University of Archaeology in Paris.
- Upon hearing of an expedition party setting off to search for Tanis, he decided, to join the expedition, under the leadership of Morton. They eventually found Tanis in 1929, and remained there until 1936.

Search and you will live

16. General Information

There is no “Zoom” facility in the game. The only option open to you is to change the screen resolution as described in the section “Options Menu”.

Original Entry in Howard Hawk’s Diary – 15.07.1878

16.1 Zoom

One of the worst things that I have experienced to date was seeing the all the dead people lying on the ground near the Moroto Mountain. These people were attacked, robbed and killed. The tooth of the Elephant God was stolen from them. I don’t know how long it took me to get it back, but I did! Their attackers were the Elephant People. It took me a while to find out that the Elephant People were a cursed people. The tribe was cursed many years ago for worshipping demons. Well, you just don’t do that!

The heads of the Elephant People are the skeleton heads of elephants, and when you kill them they just disintegrate and turn into dust. The poor people, I somehow I feel sorry for them even though they’re so brutal. Sometimes you hear them praying; They stand assembled then around a statue and mumble strange words.

16.2 Text

The Text and Dialogues appear at pre-determined places in the game, and disappear automatically from the screen after a few seconds. If however, you don't want to wait so long, click with the left mouse button on the small cross up in the top right hand corner of the screen, or just left click anywhere on the screen to cut off the text and dialogue sooner. Whilst the text is on screen you will also hear the voice of the narrator. If you end the text prematurely, the speech will also stop. This however, has no great influence on the game, except perhaps, that you may miss important information which tells what to do next in the game.

16.3 Entering Buildings

To enter a building such as a temple for example, you must move your character directly in front of the entrance door. The character will then automatically go through the door, so that you then see your character standing in the entrance area of the chosen building. Moving your character one step backwards will take him back to his previous location, in front of the building. Sometimes you may be forced to leave the building again, to replenish your water supplies for example.

Some buildings can only be entered after you have completed a certain task or after you have explored other important buildings first. You should therefore, look around the level again, to see if you have missed anything.

16.4 Torch Positions

The Torch Positions alter in the various different levels.

If you select Torches with a left click in your Objects Menu, you can then target the Torch Position with a right click, as soon as your character holds a torch in his hand, and is standing in front of the Torch Position. The Torch Position will ignite immediately, and by re-clicking with the left mouse button on the symbol of a torch in the Objects Menu, your character will put the torch away again. This is useful, as there could only be a limited number of torches in temples.

It is sometimes worthwhile to have extra light in a temple. For this reason, you should light a Torch Position every now and then. Occasionally, there are also riddles to solve in the temples, which call for more Torch Positions to be lit.

16.5 Searching the Dead

Here you have the possibility of searching for objects on dead enemies, and even your own helpers if they have died.

By clicking with the right mouse button on the dead remains, you will come into a Menu in which you can see the your own Objects Menu and that of the dead person. You will be able to see what the dead person is still carrying on him, and take possession yourself by left clicking on the objects you want. Make sure beforehand that you have enough space in your own Objects Menu!

The helpers also have the objects in their Objects Menu that they always carried with them. For example, their pick-axe, their rifle or the tent. They will not however give these items up, wanting to take them with them into the kingdom of the dead.

If a body has nothing with it the text “Deceased carrying nothing” will appear .

Demons will come, and you will conquer them

17. General Signs and Symbols

17.1 A Red Cross

If your mouse cursor changes into a red cross it signifies that you cannot reach a particular place . The indicated place is either too far away from your position or the path to it is blocked by stones or bushes.

Original Entry in Howard Hawk’s Diary – 23.10.1878

Time passes so quickly. A few days ago I was in a village on the River Linde. I then had to fight my way through the rain forest. It was teeming with spiders and insects there. This warm, damp climate is terribly uncomfortable. I go around continually soaked with sweat and even the natives who are accompanying me complain of the heat. I have been warned about the cannibals. I think I would sooner die from heat stroke than be eaten!

17.2 A Circle of Fog

Every mouse click you make in order to move your character somewhere, shows up as a small Circle of Fog on the ground, that disappears after a short time.

17.3 Footprints in the Sand

When going through the desert you’ll see your expeditions’ footprints in the sand for a short time. Due to the continual wind however, they will soon be blown over and disappear again.

17.4 Lumps of Grey Rock and Plants

Anything that turns grey when passing the mouse cursor over it, no matter whether it’s a bush or lump of rock, can be moved out of the way.

Sometimes, the mouse cursor turns into a pick-axe. You know then to take hold of a your pick-axe.

Certain lumps of rock cannot be cleared by just one character. Your character will tell you then, “I can’t do it on my own”. You should then engage the assistance of a Helper.

17.5 Coloured Boxes

In certain coloured boxes you’ll find objects that you can take with you. Place your character directly in front of the box and click with the right mouse button to open it. Take the objects in the same manner as described in taking objects from by dead bodies.

17.6 The Rubber Band-Function

As in many other games, you can here also give an order to go somewhere to several people at the same time. To do this, you need to press the left mouse button and keep it pressed whilst moving it across the group of people to be activated.

18. True Events in the Game

Some places and objects in the game have a true background. Some of the objects mentioned come from myths or legends.

Here once again, are some of the objects, people and places, described in more detail.

18.1 Gilgamesch

Gilgamesch lived 2,600 years before Christ. He is the hero of the oldest well known epic in the world. He was the Ruler of the Land of Uruk. As the son of the Goddess Ninsun and King Lugalbanda, he enjoyed the status of a Half-God.

According to the Sumerian list of royalty, he reigned for 126 years.

Gilgamesch cut off the head of Chumbaba the giant, and killed the Heaven's Bull with one blow of his sword.

The "Sword of Gilgamesch" was presented to him by his mother, the Goddess Ninsun, who had it especially made for him and forged with the powers of the wind and fire to enable him to defeat any enemy.

Gilgamesch had the high walls around the city of Uruk erected, and became the King of Uruk in Sumeria. He led the War of Kisch and built the Temple of Ishtar. He later tried desperately to achieve immortality. One journey in his attempts took him into the Underworld. It ended in failure.

He finally realised at the end of his life however, that the Walls of Uruk, simply by their existence, had made him immortal.

With this realisation, ends this epic from Sumerian Mythology.

George Smith, a simple punch-cutter, worked his way up purely by self education, to become an Assyriologist and later the Assistant of the British Museum. In 1872 he began deciphering stone tablets that were written in Cuneiform script, and thus discovered the Gilgamesch epic.

Look for your strengths in your knowledge and negotiate

18.2 The Marduk Brotherhood

It is no longer possible to ascertain exactly when the Brotherhood was initially founded. It is said however, that it came into being around 8000 B.C. This Brotherhood forged the five objects from the Slate of Fate, thereby making themselves very powerful.

They permanently fought against evil.

18.3 The Amulet of Marduk

The Amulet of Marduk was made from the Slate of Fate. It was created by the followers of Marduk to protect themselves from demons.

After many battles the servants of Azag-Thot got the Amulet in their power and smashed it into three pieces. The followers of Anubis searched for these three pieces, and suffered great loss of life before managing to regain possession of them. They then hid the three pieces in three different places until such time as the “Chosen One” would come to put the Amulet back together again.

18.4 The Servants of Azag Thot

The servants of Azag-Thot were originally human. They worshipped the God Azag-Thot and dedicated their lives to him.

As they have committed their souls to evil, they no longer die like normal people. They can only be slain in battle, otherwise they would live forever. When they die in battle, they simply dissolve away.

They are a type of shadow-being, without human feelings. Only their appearance still bears a resemblance to that of human beings. After undergoing a bizarre ritual, in which their souls were taken, they became servants of Azag-Thot.

They can be divided into three categories:

1. Monks
2. Priests
3. High-Priests

Original Entry in Howard Hawk’s Diary - 03.12.1878

With a map from Sir Stanley describing the way, I travelled through the jungle. I arrived here in the Congo a week ago. I must get an expedition together quickly and hurry myself. Time is pushing with regard to Azag-Thot. If I arrive too late then all will be lost. A few of the villagers wanted to hold me back, because no-one has ever returned from the place where I now intend to go to. However, I’ve got through everything so far, and hopefully I will again this time.

18.5 The Ritual of Azag-Thot

A High Priest stabs the candidate for servant through the heart with the “Soul Knife”. By special magic, only the heart of the servant dies and stops beating, but the candidate himself stays alive.

Something enters into his body with the knife and takes over, dissolving his inner life, until only an empty shell is left.

Oppositely, the soul is sucked out of the body by the “Soul Knife”.

Mythology, at least, describes it that way.

18.6 The Followers of Anubis

The Followers of Anubis are humans who worship the God of Death of the Egyptians. They are the declared arch enemies of the Servants of Azag-Thot.

The Followers of Anubis formed a Brotherhood, whose aim was to fight evil.

They wore a helmet which symbolised the head of Anubis.

For over 1000 years they have searched for the three pieces of the Amulet of Marduk, after the Servants of Azag-Thot took them.

After finding the three pieces, the Followers of Anubis hid them in three different places. They were to remain their until, as prophesied, the Chosen One would find them and rebuild the Amulet, thus taking his rightful place as the Heir to the Marduks.

Over the years, the numbers of the Followers of Anubis became less and less, until in 800 B.C. they disappeared completely.

18.7 About Archaeological Digs

To carry out a dig in an area of archaeological discovery, the collaboration of many experts is necessary. Besides a leader, you need for the whole project, archaeologists who not only oversee the dig but who also document everything. On top of this, one needs field surveyors to draw up plans of the discovered buildings and draftsmen and archivists to register the objects found. One also needs curators, for looking after and repairing fragile or broken objects.

18.8 The Magan Writings

The Magain Writings were carved into a stone tablet by the Followers of Anubis. The writings contain details of where the “Serpent’s Rod” and the key to the “Tower of Marduk” can be found.

18.9 The Maglu Writings

These were written on stone by the followers of Anubis in an old Egyptian secret code. It says in the Maglu Writings where the “Shield of Solomon” and the map showing the Kingdom of Marduk are to be found.

18.10 David Livingstone

David Livingstone was born on 19.03.1813.

He was a British missionary and explorer who was the first person to travel across South Africa from West to East in the period from 1849 to 1856.

During his travels he made several discoveries: In 1849 he discovered Lake Ngami, in 1855 the Victoria Falls and Lake Chilwa and then in 1859 the Lake Nyasa.

He explored the course of the Zambezi until 1864, and in 1867 arrived in the area of Lake Tanganyika.

David Livingstone was thought for a long time to be missing without trace but was discovered by the explorer H.M. Stanley on 28.10.1871 on the Uige.

Livingstone died on 01.05.1873 in Zambia, whilst searching for the source of the Nile.

18.11 Sir Stanley

Sir Stanley's real name was in fact John Rowlands. He was born on 28.01.1841 and died on 10.05.1904. He too was a British explorer and journalist.

He found the long lost explorer David Livingstone whilst on an expedition lasting from 1869 to 1871. Sir Stanley travelled the lakes of South Africa between 1874 and 1877. He arrived in Lualaba and explored the Congo from the Livingstone Falls through to the Atlantic coast.

From 1879 to 1884, he was commissioned by the King Leopold II of Belgium to explore the Congo Basin.

18.12 The Sumerians

The Sumerians were the inhabitants of Sumeria. They lived in southern and middle Babylon from at least the end of the 4th century. Their origins are unclear. They were leading contributors to the building of the ancient oriental advanced civilisation and art. They were also involved in the development of the Babylonian Cuneiform Script.

Steps backwards will only bring you eternal death.

18.13 The Pharaoh Schischak

The Bible and Mythology state, that in the fifth year of the reign of King Rehabeam, King Schischak set off to battle against Jerusalem for it having sinned against the Lord.

Schischak took the cities that lay on his way until he got to Jerusalem. There, the prophet Schemaja came to Rehabeam and to the almighty Judas, who had gathered in Jerusalem for fear of Schischak, and said to them:

You have deserted me; Therefore, I now desert you and give you into the hands of Schischak.

And so, Schischak, King of Egypt, rose against Jerusalem and took the treasures of the royal household; He took everything, even the Golden Shield that Solomon had had made.

Thereafter King Rehabeam had copper shields made and gave them to the highest bodyguards who guarded the gate to the House of Kings.....

Original Entry in Howard Hawk's Diary – 16.01.1879

I can no longer count all the things that have happened to me in the last few weeks. I've seen golden heads, I've seen demons, monsters, lava and writings on walls.

I have seen simply everything, things that I could not have dreamed of. Tomorrow I am going to the Hall of Azag-Thot.

I pray that I will come out of there alive.

18.14 Writings and Writings in Stone

The biggest find to date was made in 1850: The discovery of the Royal Library in Assyria. 26,000 writings in stone were found in total.

Engraved on these stone tablets were poems, historical reports, tales and medical treatments.

There were tablets made of stone, marble, clay and bone. In Kalchu stone tablets were found covered with a coloured wax.

The most commonly used writing was that of Cuneiform Script. It was developed some 4000 years B.C.. The Cuneiform Script was engraved into clay using an instrument made from a reed. The Cuneiform Script was replaced by a phonetic alphabet, consisting of less than 30 letters, in 1600 B.C.

These letters of the alphabet were similar to those of Egyptian hieroglyphics.

18.15 Roll Seals

Roll Seals were used for legal documents such as orders and contracts. They were made out of hard stone (e.g. lapis lazuli), sometimes also from bone or wood and took the form of a cylindrical roller. Thus the name Roll Seal. They were decorated with carved patterns, which when rolled over clay stood out like a type of 'relief print'. These types of Roll Seals were mostly used on clay tablets which were used as the writing surface for Cuneiform Script.

Roll Seals have today proven themselves to be one of the most important ways used in the past to hand down information on mythology and details of normal life at that time..

The Roll Seals was located at a place near to Uruk.

18.16 The City of Uruk

Ancient Uruk (today known as Warka) was populated for some 5000 years, right up to the third century A.D. During the fourth century B.C. Uruk was the most important city of Mesopotamia to which belonged two important cultural centres: Kulluba and the Temple of Anu, the Heaven God and Eanna. In Eanna, the Goddess Inanna, later known as Ishtar was worshipped. It was there that the oldest pieces of script were found.

The City of Uruk at that time, covered an area of 400 Hectares. It was surrounded by 9.5 kilometres of wall, built by Gilgamesch the King of Uruk.

Uruk was a significant city. which was well looked after by the numerous ensuing rulers of Mesopotamia and magnificently decorated at great cost to them. A third of the city was said to be made up of temples, a third of houses and a third of gardens.

The temples were the main thing to be excavated in Uruk.

18.17 Uruk: The Eanna Temple Complex

(approximately reconstructed for level 6 in the game)

Remnants of the City of Uruk were dug up at the Eanna Temple. Unfortunately, only the foundations of the original structure had survived. The other buildings had been torn down, and flattened to the ground. The main building was a limestone temple. The stone foundations had an original length of 76 metres and a breadth of 30 metres. If it had really been a temple is not certain. The fact that it was built in a holy area, with a three part ground layout and lots of pillars and corners seems to support this suggestion.

The temple complex was, at a later date, surrounded by a wall. The walls and columns were made of small bricks divided into four. These being typical of Uruk architecture. These bricks were covered with a thick layer of clay in which many coloured clay pieces with red, white and yellow heads were embedded and also patterns such diamond shapes and triangles were created.

This construction was known as the Mosaic Court or the Temple of Pillars and was probably not a temple itself, but the more likely the entrance to the rest of the sacred area.

18.18 The Nabatäer City of Petra

The City of Petra in Southern Jordan, which got its name from the stone buildings (Petra = Stone), was an important trading city which profited from its location on the 'Incense Trail' between southern Arabia and Syria. Petra had been the capital of Nabatäer since the 3rd c Century B.C. Even today, the facades cut into the rocks, the rows of seats of a theatre, and the stone tombs can be viewed with wonder.

18.19 Victoria Falls

The Victoria Falls are the most famous of all African waterfalls. The Zambezi River flows here into a gorge measuring 110 metres deep and 50 metres wide.

19. Tips & Tricks

If you have found an object, be sure to think if you recognise the shape or form from anywhere else. In some alters, the outline of the object that you are meant to put there can be seen.

Water gives you some Vitality and Energy points back. If, for example, you are in the desert without a bearer to set up camp, then you should rest at an oasis and continue to drink there until you have regained your optimal levels.

It is easier to use magic with the keyboard controls. By choosing number 4 on the keyboard, for example, you enable your character to employ magic. You need only then target your enemy and activate the magic with a right mouse click. If the enemy has been hit he will light up red.

You can continue to use magic by repeatedly pressing the right mouse button or by keeping the right mouse button pressed.

Always go your own way through fear